

ABSTRACT OF THE DISCLOSURE

In an embodiment as a video gaming machine, a racetrack and a plurality of racers in the form of racecars are generated. The program driving the game includes a function for randomly assigning a finishing position for racers at the end of a race. A racecar is selected, as by player input, as the player's racer. The player inputs a wager, with the wager further preferably requiring an input by the player as to a number of races desired to be completed up to a preset maximum number for the game. The player can thus choose to bet upon all stages (races or laps) potentially available, or some lesser consecutive number of races. The first race is initiated, with the racecars being randomly assigned finishing positions. In this embodiment, there is the elimination of at least one racer as a result of a predetermined threshold finishing position required at the end of a race; that position could be anything other than last, for instance. Play continues with another race provided the player's racer has not been eliminated, and the next lap has been enabled; that can include an initial input by the player of a wager on the next stage (race, lap). This repeats until a game-ending event; such as the player's racer has been eliminated; or a predetermined number of races have been completed; or the player's racer is the last one not eliminated. A payout is awarded based upon the number of races completed by the player's racer and the finishing position of the player's racer in each race.